**Design Sprint Group 12**

**Map:**

User wants to find a time when all members of a group are free

User puts in the schedule of each member, noting free time, and not free time

User presses submit

User sees a list of common free times

User acts according to this information

**Stories:**

**Persona 1:**

Emmanuel is a computer science student at the University of Kentucky. In one of his courses, a group project is assigned and the class is broken up into groups. His group agrees to meet up outside of class to get work done, but they are not sure what time is best. Emmanuel opens up his computer/phone, goes to the schedule planner website, and asks everyone to put in their schedule. Everyone does so, and Emmanuel looks at the results. He determines that Thursdays from 5-8 and Fridays from 4-7 are available times for everyone. The group agrees to meet on Fridays from 5-7 to do their project.

**Persona 2:**

Michaela is a housewife looking for time to play D&D with her friends and family. Because she is busy with her kids and housework, and her friends are busy with jobs and their families, it can be difficult for everyone to find time. Michaela takes time out of her day to give her friends a call to get their schedules. After giving everyone a call, she puts all their schedules into the schedule planner website and gets her results. She calls all her friends back and lets them know that Tuesday at 8:00 is a great time for everyone to come together to play D&D since everyone is free by then. All her friends agree and Michaela prepares for the next game night.

**Stories:**

**Persona 1:**

As a student, I need to find a schedule that works for all the members in my group for group projects

**Persona 2**

As a housewife, I want to find time for all of my friends to get together and play games

**Features:**

* Allow multiple people to enter their schedules
* Fast calculation
* Simple interface